SEGA®

MEGA HIT SERIES

GENESIS®

ETERNAL CHAMPIONS™

TEEN
T
AGES 13+
CONTENT RATED BY ESRB

INSTRUCTION MANUAL

1145

SEGA®

WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA CARTRIDGE

- ☐ The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis System.
- ☐ Do not bend it, crush it or submerge it in liquids.
- ☐ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ☐ Be sure to take an occasional break during extended play, to rest yourself and the Sega cartridge.

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THE CONTEST

Welcome to my chamber. I am the Eternal Champion, keeper of this vast fighting complex. It exists in a place and time corrupted by centuries of misuse and destruction.

My purpose in this grand scheme is to maintain the balance between good and evil, light and darkness, hope and despair.

Now this balance has been lost, and the very fabric that holds the world together is about to be torn apart.

Your future . . . my present . . . have been destroyed by a cruel and unjust twist of fate . . .

Nine individuals from various periods in time were killed before their lives could affect this dark existence.

I have observed each of their short lives and have been powerless to stop the chaos.

I have spent centuries harnessing my power for this very moment. I am the pure and untouched energy of all the great martial arts masters who lived before me. Their skill, wisdom, knowledge and inner strength are at my command.

Yet even with the force of their collective powers, I can only reward one of these individuals with the gift of life. Any of them can have an equally profound affect on the future.

For this reason, the contest must take place.

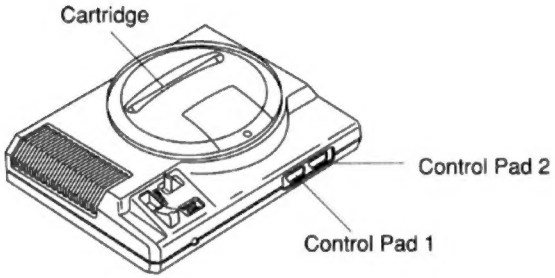
At the end of the contest, only one will remain. The victor will be returned to life a few seconds before death, allowing him or her to avoid the past with the knowledge to change the future.

Only one may live, so that balance may again be achieved.

LET THE CONTEST BEGIN . . .

PREPARING FOR BATTLE

SETTING UP



1. Set up your Genesis System and make sure the power switch is OFF.
2. Plug in one or two controllers. (More than two players will share controllers.)

   Note: Play with the Sega Activator™ for the ultimate challenge where you actually fight as one of the warriors.
3. Place the game cartridge into the cartridge slot and press it down FIRMLY.
4. Turn the power switch ON. You'll see the License and Sega screens, followed by the Title screen.
5. Read the opening story.
6. Press START to begin the game at the Main Menu.

Important

- If you don't see the License and Sega screens, turn the power switch OFF. Check your Genesis setup, make sure the cartridge is FIRMLY inserted in the console, and then turn the power switch ON again.
- Always turn the power switch OFF before inserting or removing the game cartridge.

CHOOSING OPTIONS

The Main Menu leads to all the sub-menus, from which you can choose your game options and start the action. To use the menus:

1. Press the D-PAD up/down to highlight an option.
2. Press it left/right to change an option's setting.
3. Press START to go on to the next menu, return to a previous menu, or begin the game.

ONE PLAYER OPTIONS

Fight

On the One Player Fight menu, you can choose:

- PRACTICE
- ENTER THE CONTEST
- RETURN TO THE MAIN MENU

You can adjust the battle settings for the PRACTICE match only. Your options are:

- OPPONENT – Choose the warrior you will fight.
- BACKGROUND – Set the battle scene. Combat will occur in the time period and location of the fighter you select on this line. You can select any background for any fighter, or random backgrounds.
- BATTLE TIME – Choose how long each match will last (30 sec., 60 sec., 99 sec., or for an Infinite time). When the time expires, the fighter with the fullest Life Bar wins.
- MATCH CONDITION – Choose how many falls a fighter can take before losing (1 of 1, 2 of 3, 3 of 5, 6 of 11, or 11 of 21).
- SPEED SETTING – Set the speed of the action to Slow, Normal or Overdrive.

- INSTANT REPLAY – Select ON, OFF or AUTO. (This option will be set to OFF if you choose Infinite time or Overdrive speed, and cannot be adjusted.)

  Note: AUTO is the same as ON.

- INNER STRENGTH – Select ON or OFF.
- PLAYER 1 LEVEL – Choose from 1 (least skilled) through 8 (most skilled). The higher the number is, the more damage your fighter will cause with each hit.
- CPU LEVEL – Choose from 1 through 8.

Note: The options you set from the Practice menu affect all combat areas including the Battle Room and Two Player competition. However, the option settings DO NOT affect the Contest.

Battle Room

Set up your battle room and fight its deadly obstacles PLUS another warrior. (See pages 19-21.)

Training Mode

Sharpen your offensive and defensive combat moves. (See page 18.)

Return to Main Menu

Exit back to the Main Menu.

TWO PLAYER OPTIONS

Fight

On the Two Player Fight menu, two players can choose:

- FIGHT
- OPTIONS
- VIEW STATS
- RETURN TO THE MAIN MENU

The Two Player Options menu is the same as the One Player Practice menu (pages 5-6), with the addition of:

- SPECIAL MOVE – Turn your special moves ON or OFF.

Battle Room

Two players build a battle room and take on its lethal machines PLUS each other. (See pages 19-21.)

Return to Main Menu

Exit back to the Main Menu.

TOURNAMENT MODE

Round-A-Bout

Two players compete in a series of battles, each starting with nine fighters. The fighters are eliminated when they lose a battle. The tournament continues until one player runs out of fighters.

Single Elimination

From three to 32 players compete in a series of battles. Each fighter can lose only **one match** before being eliminated.

Note: In both Single and Double Elimination tournaments, the top player is Control Pad 1.

Double Elimination

Similar to Single Elimination, but only three to 16 players can compete. Each fighter can lose **two matches** before being eliminated.

Return to Main Menu

Exit back to the Main Menu.

INFORMATION

Character Biographies

Read facts about each character.

Storyline

Read the Eternal Champion's tale.

Credits

View the crew responsible for Eternal Champions.

Return to Main Menu

Exit back to the Main Menu.

OPTIONS

Player #1 Controller/Player #2 Controller

The computer automatically selects the correct controller and displays it on this line.

Note: The 6-Button Arcade Pad™ or Sega Activator™ is recommended for the best game play.

Game Speed Setting

Choose Slow, Normal or Overdrive.

Music Test/Sound Effect Test

Listen to the game tunes and sound effects by pressing any action button.

Controller Configuration

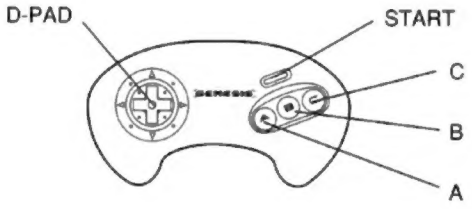
Rearrange the actions of your Control Pad buttons.

Return to Main Menu

Exit back to the Main Menu.

CONTROLS

Pages 10-13 describe the general controls for all fighters. Please see pages 23-59 for each character's unique moves.



3-BUTTON CONTROLLER

	SET 1 Kicks	SET 2 Punches
BUTTON A	Snap	Straight
BUTTON B	Thrust	Lunge
BUTTON C	Wheel	Swing

START Toggle between Set 1 and Set 2

D-PAD **Left/Right**: Move left/right
Down: Squat/crouch
Up: Jump

START + A + B + C Pause

START alone Resume

Note: You can customize the button actions by using the Controller Configuration setting on the Options menu.

6-BUTTON ARCADE PAD

	Kicks	Punches
BUTTON A	Snap	
BUTTON B	Thrust	
BUTTON C	Wheel	
BUTTON X		Straight
BUTTON Y		Lunge
BUTTON Z		Swing

D-PAD **Left/Right**: Move left/right
Down: Squat/crouch
Up: Jump

START Pause/resume

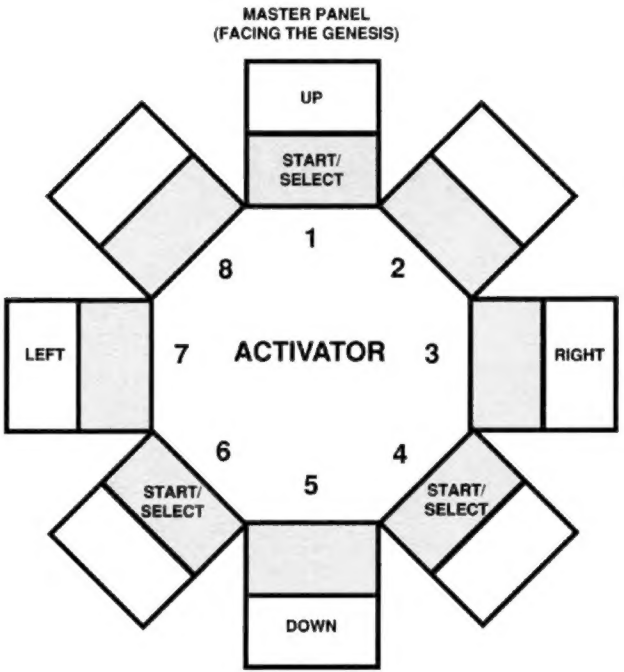
Note: You can customize the button actions by using the Controller Configuration setting on the Options menu.

ACTIVATOR

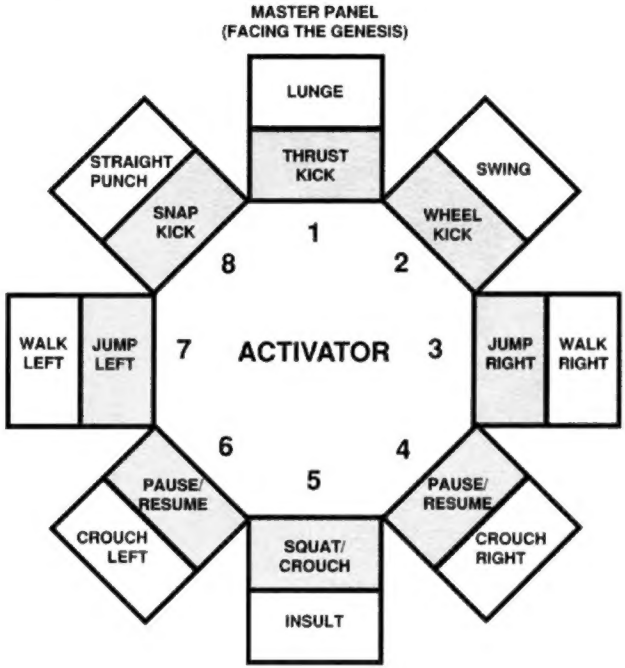
With the Sega Activator, you "become" the game characters as your punches and kicks transform into actions on screen. Use the controls shown on this page and page 13. In the Activator models:

- The panels are numbered from 1 through 8, starting with the Master Panel facing your Genesis.
- Moves done with low beam breaks are shown in the shaded rectangles.
- Moves done with high beam breaks are shown in the unshaded rectangles.

Choosing Game Options



Fighting

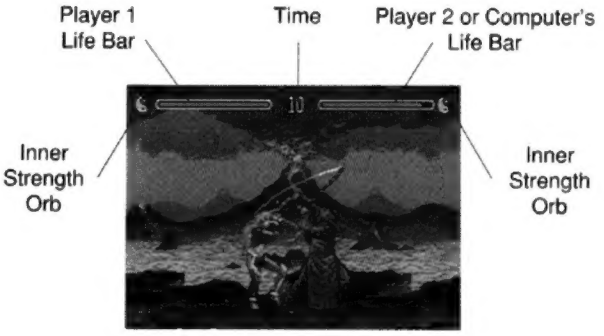


Activator Combinations

Start/Select.....1L, or 4L + 6L
Special Move.....2 + 8
Jump Up.....3 + 7

IMPORTANT: You **must** turn on the Activator before turning on the Genesis. With two Activators, you must turn them **both** on before the Genesis. The Activator beams cannot be broken until the *Eternal Champions* Title screen appears.

GAME SCREEN INDICATORS



Life Bar

Your Life Bar decreases every time you're injured, whether by a physical blow or a hit from an assailant's energy weapon. You can diminish your opponent's Life Bar with well-aimed attacks. When a Life Bar vanishes, that fighter is vanquished. There is no way to refill or restore your Life Bar, so make sure your opponent's Life Bar disappears faster than your own.

Note: Your fighter may gain life in certain instances, either through a special move or through combat in the Battle Room (some devices transfer life from one character to another).

Inner Strength Orb

Your Inner Strength Orb reveals how much strength you have. When the Orb is full, your powers are at their highest and you can perform all your special moves. But each attack consumes some strength. As the Orb diminishes, so does your ability to use special moves. Defend yourself with kicks, punches or dodges while the Orb regenerates. The Orb flashes when your strength is completely used up. For unlimited strength, set Inner Strength Orbs OFF on the Practice menu.

GAME SETTINGS

CHOOSING YOUR FIGHTER

The Fighter Selection screen appears before a Practice fight, Contest or Tournament. Press the D-PAD left or right to display the character you want, and then press START. In multi-player competition, two players must choose a fighter in order to start the battle.

CHOOSING YOUR OPPONENT

In one-player games only, you can choose your opponent for a Practice or Battle Room fight. Use the Opponent setting on the Options menu. (In the one-player Contest, you will not see who your opponent is until you've chosen your own character.) In multi-player competition, all players choose their own fighters.

CONFIGURING YOUR CONTROLLER

To rearrange the actions of your Control Pad buttons, choose Controller Configuration from the Options/ Global Options menu. A list of button actions will appear. Use the D-PAD to highlight an action, and then press the Control Pad button you want to set that action to. When you're through, select Return to Options Menu.

SETTING THE GAME SPEED

To set the speed at which characters react to the button controls, choose Options from the Main Menu. In the Global Options menu, change the Game Speed Setting to Slow, Normal or Overdrive. You can also change the setting on the One Player/Fight/Practice menu.

INSTANT REPLAY

You can review instant replays of all battles by setting Instant Replay to ON or AUTO on the One Player/Fight/Practice menu. The Instant Replay controller will pop up after each fight. Press the designated buttons for each option.

Note: This option will be set to OFF if you choose Infinite time or Overdrive speed, and cannot be adjusted.

Manual

You control the replay. View the fight frame by frame, in slow motion, or at normal speed. Hold the D-PAD right or left to run the playback forward or in reverse.

Auto

Watch a complete playback, view the final few seconds, or loop the fight over and over.

Highlight

Play back fight highlights only. You'll see the last few seconds of the fight, plus all attacks causing over 13% damage.

Note: Press START to bypass the Instant Replay.

THE COMPLEX

TRAINING

Work out in the Training Room to perfect your offensive and defensive combat moves. Select One Player/ Training Mode to bring up the Training Mode menu. After selecting a Training option, you'll choose your fighter and then enter the Training Room.

Dexterity Sphere

Dodge and destroy a solid chrome sphere that attacks faster and faster as the seconds pass. You earn points for smashing the spheres, while each hit you take costs you some life. When your Life Bar empties, the session ends and you receive a rating and rank. Good luck!

Note: You cannot use special moves with this sphere.

Holo-Trainer

Battle a holographic image to hone your fighting skills. Choose your opponent and training settings. This mode shows you what moves are the most effective. The higher the point value, the more effective the move. During the bout, a floating sphere studded with cameras projects the hologram. Life Bars, Inner Strength Orbs, Battle Time and Match Conditions apply, and a running score is kept.

Practice Sphere

Pummel a floating sphere to sharpen your combination moves. Choose your fighter, and then select a sphere range. Choose Jump-Range or Head-Range to practice jump attacks and combos, Mid-Range for multiple combos, Foot-Range for sweeps and jumping drop attacks, and Moving-Range to practice on a randomly moving target. During training, the mid-sphere lights glow red when you make contact. Press START to exit back to the Training menu.

Note: You cannot use special moves with this sphere.

THE BATTLE ROOM

Fight through fierce combat while dodging deadly projectiles launched from moving cannons.

Choose Options from the Battle Room menu to select your settings. Then enter the Battle Room and choose your fighter. Finally, pick out a collection of lethal devices from the Control Panel:

- Press the D-PAD up/down to move the yellow selection light from one box to the next.
- Press BUTTON A to enable a marked device. Its box will turn green. You can enable up to five devices.

  Note: If five devices are already enabled, you must disable one of them with BUTTON A in order to make a different selection.
- Press BUTTON B to select five devices at random. Press again to see a different selection.
- Press BUTTON C to reset all lights back to red.
- Press START to begin.

During the competition, Life Bars, Inner Strength Orbs, Battle Time and Match Conditions apply.

Note: Bladed projectiles can only hit fighters while they are standing or walking. They have no effect on fighters who are jumping.

BATTLE ROOM PROJECTILES

Scatter Grenade

DAMAGE: 5% DURATION: Instant

Launched in a flash of fire, this projectile splits into dual grenades that explode on impact with any solid object.

Magnetic Mine

DAMAGE: None DURATION: 5 sec.

An explosive whose direct hit freezes a fighter in place. Only a hit from the other player or another projectile will release the fighter from its magnetic hold.

Spiked Ball

DAMAGE: 3% DURATION: 3 impacts

A spinning, bladed projectile with the slicing impact of a ninja shuriken.

Stun Bolt

DAMAGE: None DURATION: 4 sec.

A swirling gold sphere that freezes the fighter on impact for 4 seconds, or until hit by an opponent or another projectile.

Slow Motion Bolt

DAMAGE: None DURATION: 5 sec.

A swirling green sphere that slows a fighter's moves and reactions to half the normal speed for 5 seconds.

Flying Bladesaw

DAMAGE: 5% DURATION: 4 impacts

A whirling, razor-sharp, serrated blade that homes in on a fighter and can re-acquire its target even after being deflected.

Damage Drain Bolt

DAMAGE: None DURATION: 6 sec.

A swirling purple sphere that drains a fighter's strength so that each move delivers only half its normal damage. Special moves are not affected.

Seismic Charge

DAMAGE: None DURATION: Instant

A spinning, grooved bit that knocks fighters flat. Fighters in mid-leap will not be affected when the charge hits.

Intelligent Mine

DAMAGE: 4% DURATION: 6 sec.

A solid chrome sphere that targets first one fighter and then the other, attempting to roll into its victim and explode.

Floor Fire Mine

DAMAGE: 5%/10% DURATION: 3 sec.

A glass sphere nearly filled with liquid fire, that shatters on impact, spreading a lake of fire across the floor or covering a fighter in flames following a direct hit.

Floor Buzz Saw

DAMAGE: 6% DURATION: 4 sweeps

A whirling, razor-sharp, circular saw that tears across the floor, changing direction when it meets a wall.

Electrical Bolt

DAMAGE: 7% DURATION: 3 sec.

A swirling white/blue sphere that shocks its target with a massive electrical charge. Electrocuted victims lose valuable fight time, though they can't be hit while lying down.

Transporter Bolt

DAMAGE: None DURATION: Instant

A fluctuating blue/red sphere that causes fighters to instantly switch places, and possibly be hit with their own projectiles.

Inner Strength Drain Bolt

DAMAGE: 50% I.S. loss DURATION: Instant

A glowing black/white sphere with a rotating gold ring. A direct hit instantly consumes 50% of a fighter's Inner Strength.

Flatline Bolt

DAMAGE: 100% I.S. loss DURATION: End of match

A glowing blue/yellow sphere with two spinning gold rings, that beeps loudly in attack mode. A direct hit destroys a fighter's Inner Strength, causing a loss of all special moves.

Life Drain Bolt

DAMAGE: 10% DURATION: Instant

A glowing red/white sphere that drains 10% of its target's Life Bar and adds that amount to the other fighter's bar.

Control Bolt

DAMAGE: None DURATION: 6 sec.

A wildly flashing, chaotically colored sphere that scrambles the button controls on impact with a fighter. After 6 seconds of erratic action, the button controls return to normal.

Life Extender

DAMAGE: None DURATION: Instant

A glowing blue/white sphere that adds 10% to its target's Life Bar, while subtracting 10% from the other fighter's bar.

TOURNAMENT MODE

ROUND-A-BOUT

Two players only. Each player begins with nine fighters. Select your battle settings, choose your challengers and start the competition. Fighters who lose are removed from the player's lineup. When one player runs out of fighters, the other player is declared the winner.

SINGLE ELIMINATION

Three to 32 players. Select the number of players and several other battle settings, then enter the tournament. (When the number of players is odd, the computer will join the competition to even out the fighters.)

With Control Pad 1, use the D-PAD and BUTTONS A and B to enter the initials of each player. Press START to continue. A Tournament Ladder will show how the players are paired. Press the D-PAD right/left to see the complete Ladder.

Two players at a time choose their fighters and compete. Losers are eliminated, while winners advance to the next rung. Competition continues until one fighter emerges victorious.

Note: The top player is Control Pad 1 in both Single and Double Elimination.

DOUBLE ELIMINATION

A strenuous competition played like Single Elimination except that only three to 16 players can compete, and a fighter must lose two matches before being eliminated from the field.

Note: Battle settings such as Instant Replay that are not available on the Tournament Mode menus can be set from the One Player/Fight/Practice menu.

FIGHTERS & FIGHTING STYLES

BLADE

Full Name: Jonathan Blade
Occupation: Bounty Hunter
Time Period: 2030 A.D.
Fighting Style: Kenpo

BIOGRAPHY

Born in Syria, raised in Africa, Officer Blade was dedicated to the extreme, working some of the meanest parts of New Chicago. He had, however, one small problem: his temper. After almost getting killed several times by a suspect during a case, Blade finally caught up with him. The suspect again tried to terminate Blade, who sidestepped the laser shot and grabbed the suspect. Being only human, Blade was out of patience. He proceeded to thrash the suspect nearly to death. The suspect survived and sued the department. Blade was fired to "hush up" the scandal, and ended up moving back to Syria to become a Bounty Hunter. His final case dealt with a rogue scientist who had escaped a government bio-weapons lab. In a standoff, the scientist was threatening to smash open a vial containing a virus that would kill 95 percent of the Earth's population if the Syrian government didn't stop all bio-research. The government hired Blade to safely retrieve the vial. Blade agreed on one condition: that the government wouldn't interfere. They agreed. Blade cornered the scientist in an alley and radioed that he had agreed to give up the vial peacefully. Government agents who had followed Blade took this moment to make their move. Laser shots filled the alley. The last thing Blade saw before he died was the smashed vial that had once contained the virus.

RATINGS

Based on a range of 1 to 5

Speed:	**2**
Endurance:	**4**
Power:	**5**
Recovery:	**3**
Defense:	**3**
Equilibrium:	**4**

SPECIAL MOVES

CB (Charge Back) = D-PAD away from opponent
CD (Charge Down) = D-PAD down
Forward = D-PAD toward opponent

Note: Buttons in parentheses are default controls.

Stun Beam (0% damage)

CB .5 sec., Forward + Swing (Z)

Freezes the opponent for a few seconds. While recovering, the opponent will move slowly, and then regain full speed and control as the stun wears off.

Personal Shield (0% damage)

Straight (X) + Lunge (Y) + Swing (Z)

While active, absorbs 50% of all damage inflicted upon Blade. Its only drawback is that it can be overloaded by too many attacks, and implode.

Tracking Blade (15% damage)

CB .5 sec., Forward + Straight (X) + Lunge (Y)

Hovers for few seconds, then auto-attacks its target. Once attached, the Tracking Blade cuts into the opponent before exploding.

BLADE

Straight Blade (15% damage)

CB .5 sec., Forward + Lunge (Y) + Swing (Z)

Similar to the Tracking Blade, but somewhat faster and does not auto-attack its target.

Projectile Containment Field (0% damage)

Snap (A) + Thrust (B)

While activated, causes any projectiles fired at Blade to travel at half speed.

Wild Fury Attack (Up to 20% damage, 2% per Hit)

Snap (A) + Thrust (B) + Wheel (C)

Unleashes a flurry of 10 powerful palm strikes to the opponent's chest area.

Backfire (0% damage)

Snap (A) + Wheel (C)

Fires a tracking cursor that shuts down the opponent's ability to use projectiles.

Power Drain (0% damage)

CB .5 sec., Forward + Wheel (C)

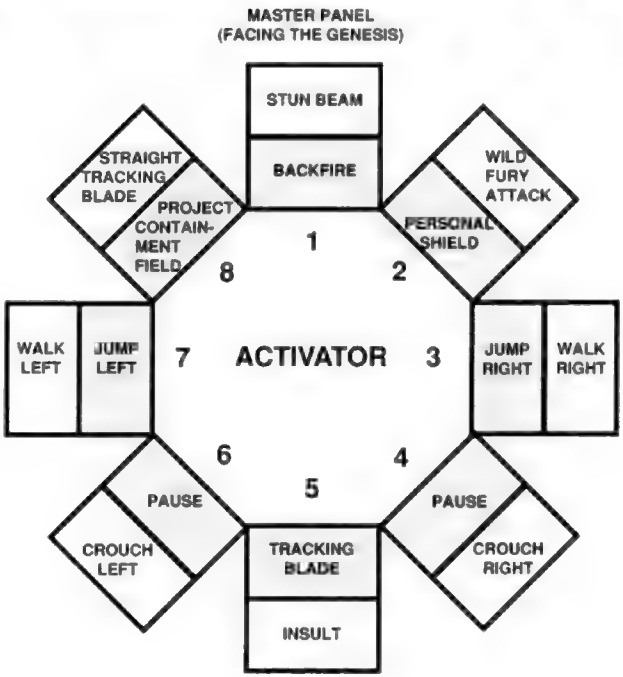
Fires a tethered probe into the opponent that transfers Inner Strength from that fighter to Blade.

Insult (Drains Inner Strength)

Straight (X) + Swing (Z)

Taunts the opponent with gestures and body moves.

BLADE



Combinations

Power Drain .....3 + 7

JETTA

Full Name: Jetta Maxx
Occupation: Circus Acrobat
Time Period: 1899 A.D.
Fighting Style: Savate & Pencak Silat

BIOGRAPHY

Jetta was always a rebel. As a young girl, she changed her given name to Jetta Maxx to sound more like a performer. Born in Russia and cousin to Czar Nicholas II, Jetta traveled the world as a performer in a famous international circus. During her travels, which included visits to France and Indonesia, she learned gymnastics and martial arts. In 1899, her circus troupe visited China. At that time, China was being ripped apart by the Boxer Rebellion, the attempt by the Chinese to rid their homeland of foreigners. Unfortunately, many innocent Chinese were also dying. Spurred by compassion, Jetta decided to help infiltrate the Yihe Quang, the "Righteous Harmony Fists," and persuade them to turn their efforts to pacifism before the major foreign powers brought all their military forces to bear. In addition, Jetta foresaw that Russia's involvement in the fighting would further weaken her own government's stability. Before Jetta was able to help bring a peaceful end to the fighting and change the history of Russia and China, she fell victim to an act of sabotage by a Yihe Quang radical. Her safety net and tension wire cut, Jetta plummeted to her death during the grand finale of a command performance for the Emperor of China.

RATINGS

Based on a range of 1 to 5

Speed:	5
Endurance:	2
Power:	4
Recovery:	3
Defense:	4
Equilibrium:	3

SPECIAL MOVES

CB (Charge Back) = D-PAD away from opponent
CD (Charge Down) = D-PAD down
Forward = D-PAD toward opponent

Note: Buttons in parentheses are default controls.

Flying Choke Hold (15% damage)

CB .5 sec., Forward + Swing (Z)

Jetta throws off her bracelet and sleeve, causing them to wrap around the opponent's neck and pull upward, choking the opponent with each tug.

Phase (0% damage)

Hold Straight (X) + Lunge (Y) + Swing (Z) for 1 sec.

Speeds up the molecules in Jetta's body, letting her move twice as fast. The increased speed can be held for 10 seconds or until Jetta is hit.

Resonate (0% damage)

Snap (A) + Wheel (C) for .5 sec. while Phased

Possible only while Jetta is in Phased mode. If Jetta touches a non-blocking opponent while Resonating, she causes the opponent to shake uncontrollably and respond poorly to D-PAD commands. The effect lasts until the move runs out of time.

Ricochet (12% damage)

CD 1 sec., Up + Snap (A) = Ricochet left
CD 1 sec., Up + Wheel (C) = Ricochet right

Jetta spins into a ball, bounces off the ceiling and then darts left or right, depending on your controls.

Bladerang (10% damage)

CB .5 sec., Forward + Straight (X) = 1 hit
CB .5 sec., Forward + Lunge (Y) = 2 hits

Jetta throws two different Bladerangs, a single or a double hit, depending on your controls.

Ceiling Grab (0% damage)

CD 1 sec., Up + Lunge (Y)

Jetta grab onto the ceiling with her bladed bracelets. On the way up, she throws out her Bladerang for multiple attacks. This move ends with the Death Dive.

Death Dive (20% damage)

Wheel (C)

Jetta's dismount from the Ceiling Grab occurs when the Ceiling Grab is either aborted or runs out of time. Jetta flies at her opponent at an angle, causing extreme damage. Only possible following a Ceiling Grab.

Moving Corkscrew (8% damage)

Snap (A) + Thrust (B) = Spin left
Thrust (B) + Wheel (C) = Spin right

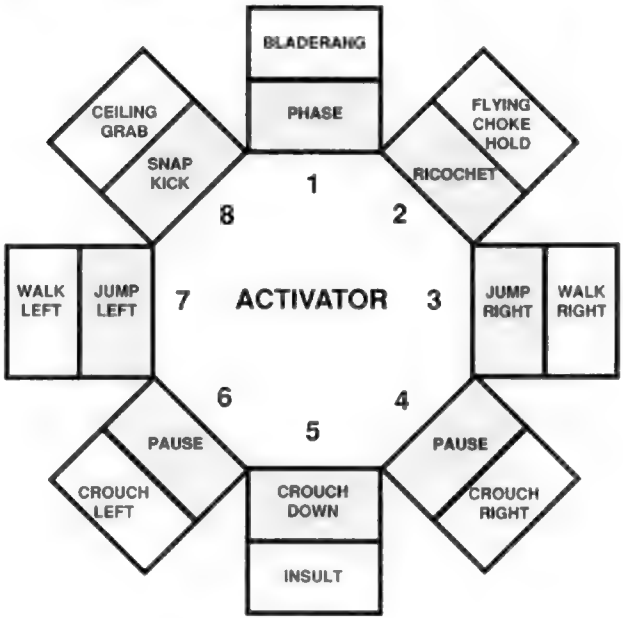
Jetta spins on her toes, either left or right, doing damage with her hand blades.

Insult (Drains Inner Strength)

Straight (X) + Swing (Z)

Taunts the opponent with gestures and body moves.

MASTER PANEL
(FACING THE GENESIS)



Combinations

Moving Corkscrew Right.....1 + 2
Moving Corkscrew Left.....1 + 8
Resonate.....3 + 7

LARCEN

Full Name: Larcen Tyler
Occupation: Ex Cat Burglar
Time Period: 1920 A.D.
Fighting Style: Praying Mantis Kung Fu

BIOGRAPHY

Larcen was born in an era of crime bosses and street lords. He grew up idolizing many of these powerful bosses. As a youth, he went to work for Mr. Taglalini, one of the most powerful bosses. Under his wing, Larcen developed into one of the world's best cat burglars. He did many jobs for Mr. Taglalini, including illegally planting evidence in other crime boss hideouts. There was one thing that Larcen wouldn't do, and that was kill. Instead, he used martial arts to stop and drop any attacker. One day, Mr. Taglalini sent Larcen to plant a package on a supposed crime boss who was recovering in the hospital. When he entered the hospital room, Larcen found the recovering Chief of Police, who had been hurt in a prior assassination attempt. The mob wanted the Chief dead because he was incorruptible and was about to declare war on the mob. Larcen realized that he had been set up and that the package he was carrying contained a bomb. At this point, Larcen decided that he had chosen the wrong side. He attempted to throw the package out of the window, but it was too late. The explosion killed not only the Chief and Larcen, but also most of the people in the hospital.

RATINGS

Based on a range of 1 to 5

Speed:	3
Endurance:	4
Power:	4
Recovery:	4
Defense:	4
Equilibrium:	2

SPECIAL MOVES

CB (Charge Back) = D-PAD away from opponent
CD (Charge Down) = D-PAD down
Forward = D-PAD toward opponent

Note: Buttons in parentheses are default controls.

Ceiling Crawl (0% damage)

CD 1 sec., Up + Wheel (C)

Larcen attaches to and moves along the ceiling with his foot blades and claws. This move ends in a ceiling drop.

Ceiling Drop (25% damage)

Down + Lunge (Y) or Swing (Z)

Larcen's dismount from the ceiling. He attacks the opponent from an angle with both claws and foot blades.

Air Sweep (15% damage)

Snap (A) + Wheel (C)

Larcen jumps back and throws his grappling hook out in front of him at the opponent.

Long Distance Sweep (15% damage)

CB .5 sec., Forward + Swing (Z)

Larcen wraps his grappling hook around his opponent's legs to trip the enemy.

Power Sweep (18% damage)

Hold Snap (A) + Lunge (Y) + Wheel (C) for 1.5 sec.

Larcen attaches his grappling hook to the ceiling and swings across the scene feet first.

Reflect Back Projectile (Damage varies)

Hold back and press Straight (X) just before projectile hits

Reflects back most projectiles at twice their speed.

Sai Throw (11% damage)

CB .5 sec., Forward + Lunge (Y)

Larcen launches a sai at the opponent.

Swinging Hammer Fist (17% damage)

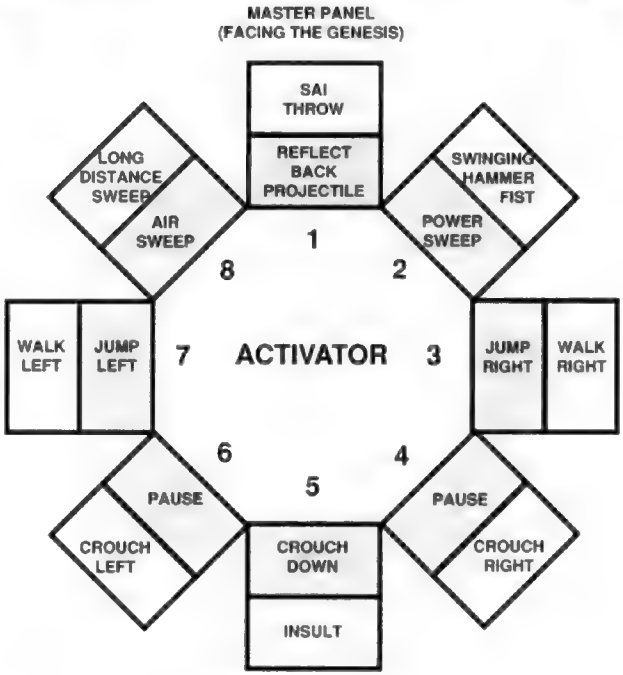
Straight (X) + Lunge (Y) + Swing (Z)

A burst of speed lets Larcen throw multiple powerful punches in a short time.

Insult (Drains Inner Strength)

Straight (X) + Swing (Z)

Taunts the opponent with gestures and body moves.



Combinations

Shoe-Knife Back Flip.....1 + 8
Ceiling Crawl.....3 + 7

MIDKNIGHT

Full Name: Mitchell Midleton Knight
Occupation: Bio-Chemist
Time Period: 1967 A.D.
Fighting Style: Jeet Kune Do

BIOGRAPHY

Born in London, Mitchell was one of the best bio-chemical scientists working in the intelligence community. He was on loan to the CIA from Interpol, working to develop a bio-chemical weapon that would end the Vietnam war. Mitchell created a virus that would weaken its victims to the point of death; they would remain in this state until the antidote was administered. The virus was to be introduced into the enemy's water supply, but Mitchell wouldn't tolerate that much human destruction. He stole back the formula and fled to London, where he was cornered at the airport by Interpol and CIA agents. During his escape attempt, Mitchell fell from a highrise into a chemical storage vat. The force of the impact ruptured the seal on the vial of virus. The mixture of the virus and chemical created an unforeseen result: Mitchell was transformed into a vampire-like creature. He used his new-found strength to flee to London. Mitchell became known as Midknight and spent the next 133 years searching for a cure for his dreaded disease. His efforts became frantic as reports of vampires overrunning third-world countries began surfacing. He was also running out of time because his body was rotting, since he refused to kill another person in order to renew his own life energy. Midknight was about to solve the last hitch in the antidote when an Interpol agent ambushed him and drove a magnesium stake through his heart.

MIDKNIGHT

RATINGS

Based on a range of 1 to 5

Speed:	5
Endurance:	3
Power:	4
Recovery:	2
Defense:	4
Equilibrium:	3

SPECIAL MOVES

CB (Charge Back) = D-PAD away from opponent
CD (Charge Down) = D-PAD down
Forward = D-PAD toward opponent

Note: Buttons in parentheses are default controls.

Life Drain (Damage is 1/6th of the enemy's life force)

Forward + Straight (X) + Lunge (Y) + Swing (Z)

Midknight siphons precious life force from the opponent. He must be within throwing distance to perform this move.

Ceiling Ram (8% damage)

Down .5 sec., Up + Wheel (C)

Midknight grabs opponents and slams them head first into the ceiling. He must be within throwing distance to perform this move.

Bedazzle (0% damage)

Straight (X) + Lunge (Y) + Swing (Z)

Launches an energy bolt from Midknight's eyes. Opponents who are struck by this energy are forced to walk towards him.

Dispel (0% damage)

Snap (A) + Thrust (B) + Wheel (C)

Surrounds Midknight with an energy field. Opponents who touch this field lose Inner Strength for 40 seconds, making them unable to perform special moves.

Mist Attack (5% damage per hit, up to 15%)

Snap (A) + Wheel (C)

Midknight vaporizes into mist, flies over the opponent and attacks for several hits without fear of harm. He returns to solid form either when the move is over, or when he is blocked.

Flying Wall Smash (13% damage)

CB .5 sec., Forward + Swing (Z)

Midknight flies across the scene and causes a double hit on the opponent: one on impact with Midknight and the other on impact with the wall.

Overhead Stomach Punch (18% damage)

Forward + Snap (A) + Thrust (B) + Wheel (C)

Midknight must be within throwing distance

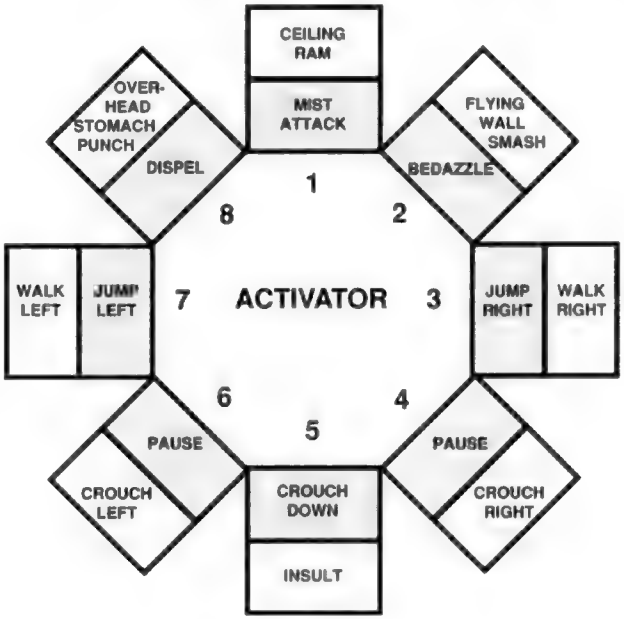
Midknight hoists the opponent over his head and delivers a vicious punch to the stomach that sends the enemy flying.

Insult (Drains Inner Strength)

Straight (X) + Swing (Z)

Taunts the opponent with gestures and body moves.

MASTER PANEL
(FACING THE GENESIS)



Combinations

Life Drain.....3 + 7

RAX

Full Name: RAX Coswell
Occupation: Cyber-Fighter
Time Period: 2345 A.D.
Fighting Style: Muay Thai Kickboxing

BIOGRAPHY

RAX (Robotic Artificial Xoskeleton) is a cyborg. At one time, Coswell was one of the best human kickboxers in the world. But human competition became less and less of a drawing card as cyber-fighting gained support. Crowds enjoyed the cyber-fight matches because of the intense amount of damage a cyborg could take before "failing." As cyber-fighting increased in popularity, the crowds attending human competitions dwindled, then disappeared altogether. RAX had not yet become world champion by the time human competition died out, so he underwent the painful surgery that allowed him to compete in the "New Sport" that had swept the world. His goal was to become world champion, but in the most important fight of his career, his promoter traded RAX's life for a bet. The promoter used an advanced electronic virus planted in RAX's brain to shut down all his vital systems just seconds before he could deliver the "fatal" blow to the reigning champion.

RATINGS

Based on a range of 1 to 5

Speed:	3
Endurance:	5
Power:	4
Recovery:	3
Defense:	2
Equilibrium:	4

SPECIAL MOVES

CB (Charge Back) = D-PAD away from opponent
CD (Charge Down) = D-PAD down
Forward = D-PAD toward opponent

Note: Buttons in parentheses are default controls.

Lock and Load (10% damage + instant dizzy)

Snap (A) + Thrust (B)

RAX targets and locks-on to the opponent, then fires a bolt of energy.

Air Jets (0% damage, 5% flame damage)

CD .5 sec., Up + Thrust (B)

RAX ignites his jump jets and hovers off the ground. The effect lasts approximately 5 seconds and can be aborted by pressing Thrust.

Cyber Punch (16% damage)

Straight (X) + Lunge (Y) + Swing (Z)

RAX overloads his arm in order to deliver an awesome punch.

Cyber Kick (18% damage)

Snap (A) + Thrust (B) + Wheel (C)

In a move similar to the Cyber Punch, RAX overloads his leg in order to deliver a devastating kick.

Jet Knee Smash (15% damage)

CB .5 sec., Forward + Wheel (C)

RAX "jets" across the scene with his knee extended to deliver a crushing blow to the opponent.

Overload (20% damage)

Snap (A) + Wheel (C)

RAX completely overloads his system and launches the energy created at the opponent. The energy ball travels very rapidly and causes extreme damage to anything it hits.

Turbine (0% damage)

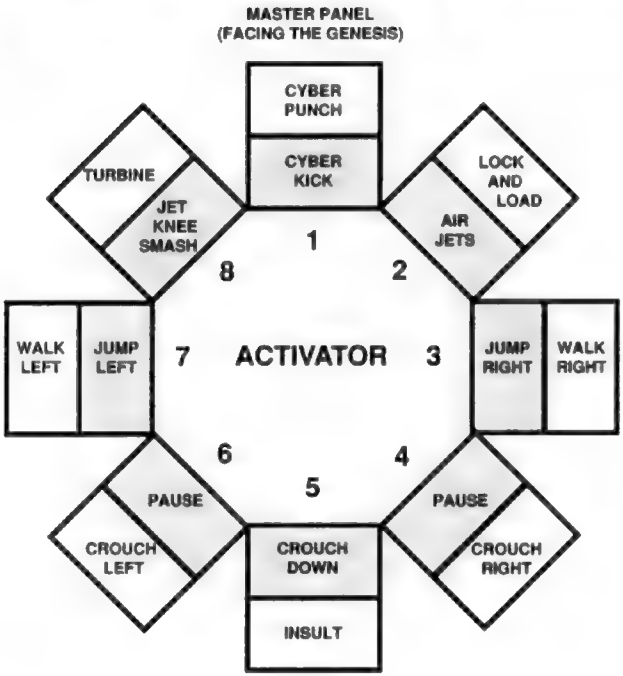
CB .5 sec., Forward + Snap (A)

Lets RAX escape "tight" situations by using his jets to spin in place and suck in nearby opponents or projectiles. Opponents are thrown to the opposite side of the turbine; projectiles are neutralized.

Insult (Drains Inner Strength)

Straight (X) + Swing (Z)

Taunts the opponent with gestures and body moves.



Combinations

Overload .....3 + 7

SHADOW

Full Name: Shadow
Occupation: Corporate Assassin
Time Period: 1993 A.D.
Fighting Style: Taijutsu & Ninjitsu

BIOGRAPHY

Shadow was the best corporate assassin in the Black Orchid Corporation. She performed many tasks from individual elimination jobs to ending large corporate take-overs. She was a true star at the Black Orchid headquarters. She never thought much about the morals of her occupation, until she learned that if a job was not completed to corporate satisfaction, a person just like herself would in turn eliminate her. When she realized the value of her own mortality, she could not bring herself to kill others. The corporation did not allow resignations, so it arranged for her to fall from the 101st floor of the Black Orchid building. This stopped her from telling the world about Black Orchid and other corporations like it, with their dark secrets of corporate espionage and hired killers.

RATINGS

Based on a range of 1 to 5

Speed:	4
Endurance:	3
Power:	3
Recovery:	2
Defense:	5
Equilibrium:	4

SPECIAL MOVES

CB (Charge Back) = D-PAD away from opponent
CD (Charge Down) = D-PAD down
Forward = D-PAD toward opponent

Note: Buttons in parentheses are default controls.

Shadow Mode (0% damage)

Hold down Snap (A) + Thrust (B) + Wheel (C) for 3 sec.

Shadow becomes a "shadow" and attacks without fear of injury. This effect last for 5 seconds.

Twirling Fan Attack (Up to 12% damage)

CB .5 sec., Forward + Snap (A) = 1 Twirl
CB .5 sec., Forward + Thrust (B) = 2 Twirls
CB .5 sec., Forward + Wheel (C) = 3 Twirls

A cartwheel attack that ends in a razor-sharp fan attack. Each attack causes 4 points of damage per twirl.

High Jump Angle Kick (12% damage)

CD .5 sec., Up + Thrust (B)

A super high jump and downward attack at a severe angle.

Smoke Screen (0% damage)

Straight (X) + Lunge (Y) + Swing (Z)
Snap (A) + Thrust (B) = Warp Left Corner
Thrust (B) + Wheel (C) = Warp Right Corner
Straight (X) + Lunge (Y) = Warp Left Ceiling Corner
Lunge (Y) + Swing (Z) = Warp Right Ceiling Corner

Shadow disappears and reappears in different areas of the scene, depending on your button combinations. If no direction combos are used, Shadow will materialize next to her opponent.

Ninja Weapons (11% damage)

CB .5 sec., Forward + Straight (X) = Slow Shuriken
CB .5 sec., Forward + Lunge (Y) = Fast Shuriken
CB .5 sec., Up/Forward + Straight (X) = Slow Knife
CB .5 sec., Up/Forward + Lunge (Y) = Fast Knife
CB .5 sec., Lower/Forward + Straight (X) = Slow Smoke Bomb
CB .5 sec., Lower/Forward + Lunge (Y) = Fast Smoke Bomb

Shadow has a knife, a shuriken and a smoke bomb at her disposal.

Flying Mine Uzume-Bi (18% damage)

CB .5 sec., Forward + Swing (Z)

Shadow throws an auto-locking mine that explodes on impact with the opponent.

Flying Step Tobi Ashi (8% damage)

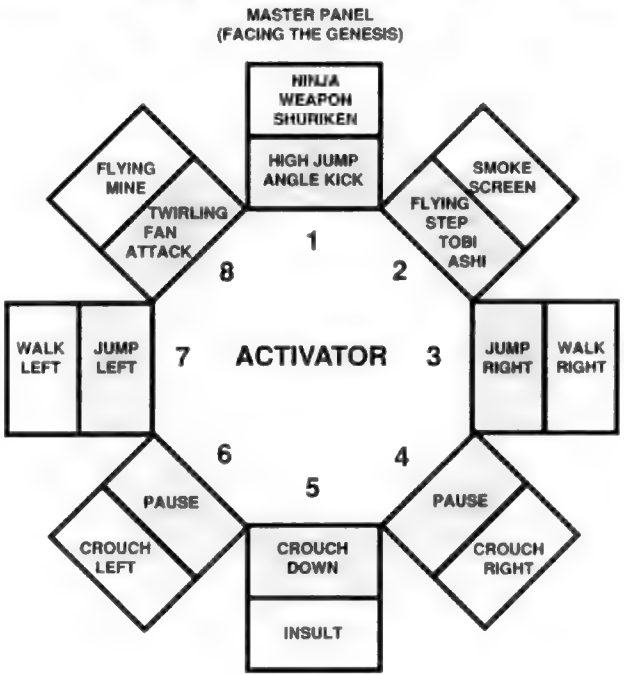
Snap (A) + Thrust (B) = Short slide
Thrust (B) + Wheel (C) = Medium slide
Snap (A) + Wheel (C) = Super slide

Shadow executes a high-speed sweep/slide.

Insult (Drains Inner Strength)

Straight (X) + Swing (Z)

Taunts opponents with gestures and body moves.



Combinations

Ninja Weapon Knife Throw .... 1 + 2
Ninja Weapon Smoke Bomb .... 1 + 8
Shadow Mode ..... 3 + 7

SLASH

Full Name: Slash
Occupation: Prehistoric Hunter
Time Period: 50,000 B.C.
Fighting Style: Pain

BIOGRAPHY

Slash was always advanced. He was the greatest hunter and the best fighter of his generation. These skills didn't just come from his great strength, but from the emergence of an early intelligence. Slash used this intelligence in his fighting, which meant he could out-think most of his opponents. His intelligence also got him into trouble. The cave elders resented Slash for his advanced thinking. They rejected every idea he came up with, including an agricultural plan that would free the clan from its enslavement to a life of drudgery as hunter-gatherers. The elders turned down the idea at once, since they saw no value in free time and enjoyed the violence of the hunt. One day, when Slash publicly spoke against the elders in a clan meeting, he was stoned to death by the clan when the elders proclaimed him to be an evil force.

SLASH

RATINGS

Based on a range of 1 to 5

Speed:	3
Endurance:	4
Power:	5
Recovery:	4
Defense:	2
Equilibrium:	3

SPECIAL MOVES

CB (Charge Back) = D-PAD away from opponent
CD (Charge Down) = D-PAD down
Forward = D-PAD toward opponent

Note: Buttons in parentheses are default controls.

Massive Club Swing (6% damage each hit)

Straight (X) + Lunge (Y) + Swing (Z)

Slash spins 360 degrees and swings his club twice in a deadly arc

Double-Footed Swing Kick (14% damage)

Snap (A) + Wheel (C)

Slash does a back flip, attacking with his feet at great speed.

De-Claw (12% damage)

CB .5 sec., Forward + Swing (Z)

Slash launches a sharp claw from his club at the opponent.

SLASH

Power Thud Club Swing (Causes a half-dizzy)

Lunge (Y) + Swing (Z)

Slash jumps into the air, then smashes into the ground with his club, causing an earth tremor. Opponents are knocked off their feet if they are on the ground when Slash hits.

Spinal Crush (4% damage per smash, up to 16%)

Forward + Lunge (Y)

Slash grabs onto the opponent's waist with his feet and pounds the enemy's head with his club. The beating lasts for several blows or until the opponent shakes free. Slash must be within throwing range to perform this move.

Running Head Butt (15% damage)

CB .5 sec., Forward + Wheel (C)

Slash charges the opponent and head butts at great speed.

Bat Back Projectile (0% damage)

Straight (X) + Lunge (Y) just before a projectile hits

Slash bats away projectiles launched at him.

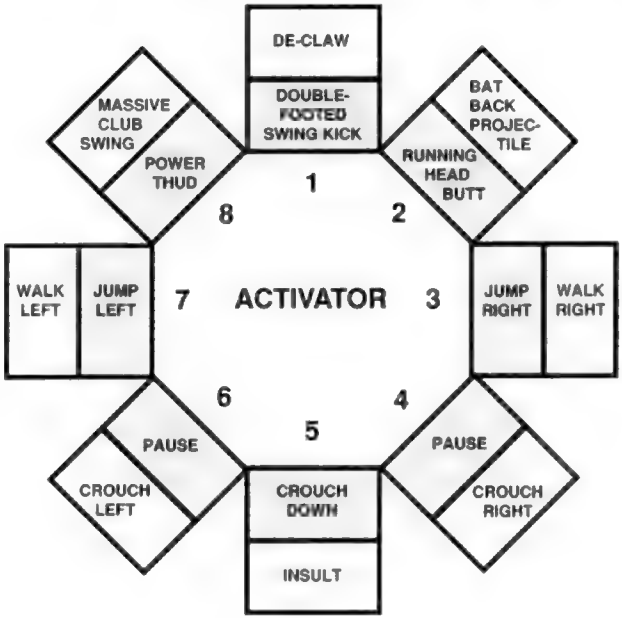
Insult (Drains Inner Strength)

Straight (X) + Swing (Z)

Taunts the opponent with gestures and body moves.

SLASH

MASTER PANEL
(FACING THE GENESIS)



Combinations

Spinal Crush.....1 + 3 or 7 (toward opponent)

TRIDENT

Full Name: Trident
Occupation: Gladiator
Time Period: 110 B.C.
Fighting Style: Capoeria

BIOGRAPHY

Trident, so-named because of the trident which replaced the hand he lost in battle with a shark, was genetically engineered to be a gladiator. The people of Atlantis during his time lived above the water. They competed with the Romans to see which race would control the Earth's surface and which would be plunged into the ocean's depths. The Atlantians spent their time in the pursuit of science, while the Romans worked at perfecting the art of war. The Atlantians built great enclosed environments that would support life in the watery depths of the ocean and created a compromise that would allow both races to live above the water as well as below. The Romans would have no part of it, but agreed to settle the dispute with a fight. The victor's race would remain on land, while the loser's race would sink into the depths of the ocean. The Atlantians reluctantly agreed to the battle. They created Trident to save them from the fate that awaited them. The Romans rigged the fight and crushed Trident beneath a large stone pillar. Due to his loss, the Atlantians had no choice but to assemble in their environments and face the cold waters that awaited them.

RATINGS

Based on a range of 1 to 5

Speed:	**4**
Endurance:	**2**
Power:	**4**
Recovery:	**3**
Defense:	**3**
Equilibrium:	**5**

SPECIAL MOVES

CB (Charge Back) = D-PAD away from opponent
CD (Charge Down) = D-PAD down
Forward = D-PAD toward opponent

Note: Buttons in parentheses are default controls.

Depth Charge Field (0% damage)

Straight (X) + Lunge (Y)

Surrounds Trident with a blue field. Opponents who touch the field are engulfed in a blue glow and move as if they were underwater.

Bio-Drain Field (0% damage)

Lunge (Y) + Swing (Z)

Surrounds Trident with a red field. Opponents who touch the field are engulfed in a red glow that limits their attacks to only 50% of their normal damage.

Bio-Stun Field (0% damage)

Snap (A) + Thrust (B)

Surrounds Trident with a green field. Opponents who touch the field are engulfed in a green glow that stuns them for 4 seconds or until hit.

Repulser Field (0% damage)

Thrust (B) + Wheel (C)

Surrounds Trident with a yellow field that pushes opponents away. During its 8-second duration, it is nearly impossible to reach Trident.

Spinning Trident (30% damage)

Straight (X) + Lunge (Y) + Swing (Z)

Trident extends his arm with the razor-sharp blades spinning, and does extreme damage to any opponent he connects with.

Sliding Spinning Trident (11% damage)

CB .5 sec., Forward + Lunge (Y)

Similar to the Spinning Trident, this effect uses its spin to propel Trident into the opponent, doing severe damage, though less than the normal Spinning Trident.

Plasma Bolt (15% damage + dizzy)

CB .5 sec., Forward + Swing (Z)

Trident focuses all his fields into one bolt of intense energy.

Liquid Mode (0% damage)

Snap (A) + Thrust (B) + Wheel (C)

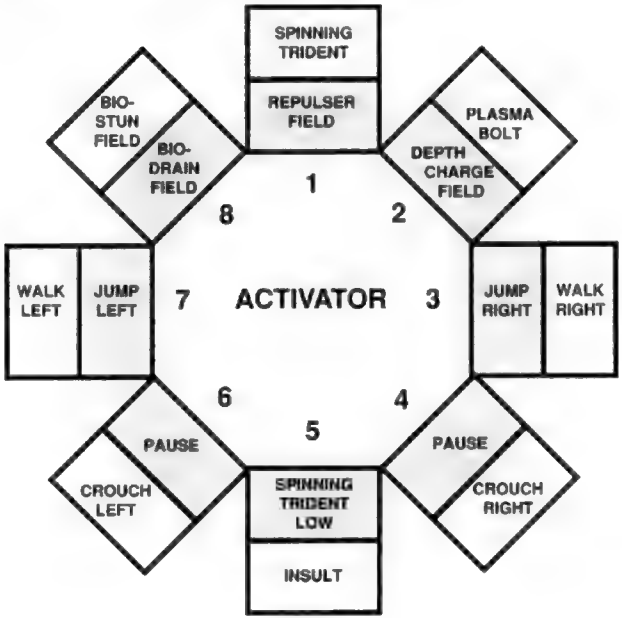
Trident transforms into water and passes through solid objects. Use this move to escape from corners.

Insult (Drains Inner Strength)

Straight (X) + Swing (Z)

Taunts opponents with gestures and body moves.

MASTER PANEL
(FACING THE GENESIS)



Combinations

Liquid Mode.....3 + 7

XAVIER

Full Name: Xavier Pendragon
Occupation: Warlock/Alchemist
Time Period: 1692 A.D.
Fighting Style: Hapkido Cane Fighting

BIOGRAPHY

Xavier always made poor career choices, but nothing prepared him for his final job. After a failed blacksmithing attempt during which he nailed hot horseshoes to the mayor's prize horse, he had to find a new job. Xavier's only interest was science, so he decided to try his hand at alchemy. His goal was to crack the age-old problem of finding a formula for turning lead into gold. After much study, Xavier found not the formula for gold, but a way to create an unlimited clean-running source of energy. Alchemy gave Xavier a great power, but before he could begin to use and document it for future generations, the people of Salem burned him at the stake as a warlock. While some of Xavier's powers could have been mistaken for witchcraft, they are all based on real science.

RATINGS

Based on a range of 1 to 5

Speed:	**3**
Endurance:	**3**
Power:	**4**
Recovery:	**2**
Defense:	**5**
Equilibrium:	**4**

SPECIAL MOVES

CB (Charge Back) = D-PAD away from opponent
CD (Charge Down) = D-PAD down
Forward = D-PAD toward opponent

Note: Buttons in parentheses are default controls.

Dragon Trap (15% damage)

CB .5 sec., Forward + Swing (Z)

Xavier animates his cane and sends it to attack the opponent. The cane crushes and bites for several seconds or until it is shaken off.

Snap Back (8% damage)

CB .5 sec., Forward + Straight (X)

Xavier strikes from a distance by extending the end of his cane to twice its normal length.

Identity Change (0% damage)

Straight (X) + Lunge (Y) + Swing (Z)

With this effect, Xavier is able to change the identity of the opponent. The effect lasts for several seconds. If hit by a reflected identity change, Xavier will be transformed for the duration of the match.

Midas Touch (0% damage)

CB .5 sec., Forward + Lunge (Y)

With this effect Xavier can change the opponent to gold. The effect lasts for 4 seconds or until the opponent is hit.

Attract & Smack (12%)

Snap (A) + Thrust (B) + Wheel (C)

With this effect, Xavier is able to grab an enemy from a distance, then draw in and smack the opponent in the head with his cane. This move is automatic once activated.

Swap Spell (0% damage)

Straight (X) + Lunge (Y)

With this effect, Xavier can switch places with the opponent. This spell can be used to make an opponent get hit by his or her own projectile.

Confusion Spell (0% damage)

Snap (A) + Wheel (C)

With this effect, Xavier can place the opponent in a state of confusion. When confused, the opponent's controls will be scrambled, and will return to normal only after 5 seconds.

Insult (Drains Inner Strength)

Straight (X) + Swing (Z)

Taunts opponents with gestures and body moves.

MASTER PANEL
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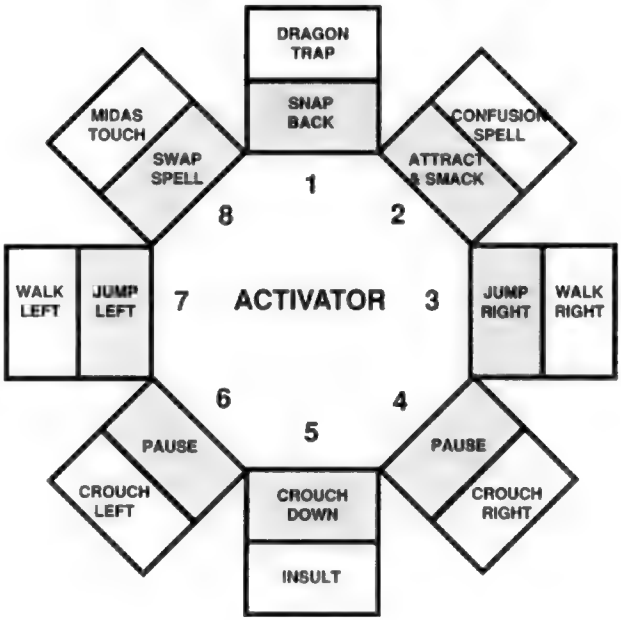

Combinations

Identity Change..... 3 + 7

FIGHTING STYLES

CAPOERIA

Practiced by Trident, the Gladiator

This Brazilian fighting style was founded over three centuries ago by African slaves. It is believed to have been originated by blacks in Angola, who performed the movements as a religious dance. In the 16th century, this "dance" was adapted by its practitioners into a fighting art as a defense against the brutal slave traders.

Capoeria is beautiful to watch because of its many graceful cartwheels, handstands, handsprings, sweeps and flips. It is this grace combined with strength that makes this art so lethal.

Most of the defensive techniques are elusive and lack blocking motions. Practitioners of this art are adept at evading attacks and countering with hands and feet. The foot motions involve a great deal of leg sweeps, leg blocks and kicks while in a handstand.

HAPKIDO CANE FIGHTING

Practiced by Xavier, the Warlock/Alchemist

Hapkido is a Korean martial art founded by Yong Shul Choi. Its style is a selective combination of several martial arts systems: power from karate, leverage from judo and *ki* (spirit) from aikido.

Hapkido is distinguished by three essential techniques: passivity when opposing force, circular movements for countering and attacking, and absolute penetration of the opponent's defenses. For instance, if the force is strong, it must be met with a soft reception; if the force is weak, it must be met with a strong reception. This union of techniques establishes a fluid and perpetual rhythm as well as constant mobility.

Almost all hits and defensive actions are performed with the cane, which is used in place of the arms and legs.

JEET KUNE DO

Practiced by Midknight, the Bio-Chemist

This fighting style was conceived by the late martial arts legend Bruce Lee in 1967. Its name literally means "the way of the intercepting fist."

Jeet kune do, unlike many other martial arts, does not use a specific set of rules or techniques to establish a distinct method. Instead, it utilizes all ways and means to serve its end, therefore making it "free." As a martial arts form it possesses everything, while in itself it possesses nothing.

KENPO

Practiced by Blade, the Bounty Hunter

Kenpo employs linear as well as circular moves, utilizing intermittent power where and when needed. It is interspersed with major and minor moves that flow with continuity. It is flexible in thought as well as action, allowing all encounters to be met as they occur.

Students of this fighting style are encouraged to alter the moves, but not the underlying principles, to compensate for handicaps or individual body structures. Kenpo teaches its disciples how to maneuver so that opponents unwittingly place themselves in vulnerable positions.

MUAY THAI KICKBOXING

Practiced by RAX, the Cyber-Fighter

Muay thai kickboxing is the most popular spectator sport in Thailand. However, its origins will probably never be known, because in 1769 the Burmese laid siege to Siam's ancient capital, Ayutthaya, and destroyed the historical records. It is believed that this ancient art dates back to the 16th century and the armies of King Naresuen the Great.

Muay thai is a mixture of powerful kicks and devastating body blows. The fighter uses fists, feet, knees and elbows to cause damage to the opponent. Kicks are used to deliver massive blows to the opponent's legs, knees and thighs, making muay thai one of the bloodiest fighting styles in use today.

NINJITSU

Practiced by Shadow, the Corporate Assassin

Ninjitsu is the feudal Japanese discipline embracing bushido, espionage, commando warfare, occult powers and numerous martial arts practices. Due to many territorial and religious wars, Japanese mountain mystics were forced to develop the art to protect their families.

The ninja, the practitioner of ninjitsu, is the cultural opposite of the samurai. The ninja not only masters traditional weapons, but is also adept at using daggers, dirks, darts, shurikens (throwing stars), brass knuckles, caltrops (spiked metal throwing weapons), smoke bombs and a variety of poisons.

PAIN

Practiced by Slash, the Prehistoric Hunter

This fighting style utilizes any move or attack that will cause pain or inflict damage. This includes eye poking, eardrum popping, neck throttling, nostril pulling and hair yanking. This style also incorporates the use of any and all objects that can dispense pain.

The most common weapon used is a large wooden club. Early man hunters could wield this weapon very effectively. One technique was the spinal crush, in which the attacker jumped onto a foe and used the club to smash the opponent's head, compressing the spinal column. Another technique was the double-footed kick, in which the attacker used the club as a "push off" lever for a high two-footed attack.

PENCAK SILAT

Practiced by Jetta, the Circus Acrobat

Pencak silat, the national fighting art of Indonesia, dates back to the 6th century A.D. By the 14th century, the form was the polished property of the nobility, the Majapahit sultans and their court officials. Commoners were barred from learning its tactics.

Baru silat, the Sumatran form of pencak silat, is an evasive, defensive style, emphasizing hand actions to block, parry and cover.

PRAYING MANTIS KUNG FU

Practiced by Larcen, the Ex Cat Burglar

This southern style of kung fu was founded in the 17th century by Wang Lang. The system relies heavily on fierce grasping movements, clawing attacks, kicks and punches for both offense and defense. Legend has it that Wang Lang once captured a praying mantis, took it home and studied it. He then combined the movements of the mantis with monkey style kung fu to form his new system.

SAVATE

Practiced by Jetta, the Circus Acrobat

Savate is a style of foot and fist fighting that originated in France. Systematized in post-Napoleonic France, savate is the only martial art native to Europe that still exists in both combative and sport forms. Offensive techniques emphasize front, side and round kicks to the knee, shin and instep. The hands are kept open and low to defend against groin kicks. Palm heel strikes are used to attack the face, nose and eyes.

During the 19th century, savate became popular with the French aristocracy. At that time, Michael Chasseuse was the country's most sought after instructor. Street fighters throughout France often descended upon Chasseuse's school to challenge his mastery. As a result, savate came to include both mid-level and high-level kicks.

TAIJUTSU

Practiced by Shadow, the Corporate Assassin

Taijutsu is a system of unarmed combat similar to jujutsu, and is a forerunner of modern judo.

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